

SQL Queries

```
SELECT * FROM Teams WHERE city = state;
```

```
SELECT game_id, game_date, team_id_home, team_abbreviation_home, team_name_home,
pts_home, fgm_home, ftm_home, team_id_away, team_abbreviation_away, team_name_away,
pts_away, fgm_away, ftm_away FROM Games WHERE (pts_home / fgm_home > 3 AND
pts_home / ftm_home > 1) OR (pts_away / fgm_away > 3 AND pts_away / ftm_away > 1);
```

```
SELECT period, COUNT(eventnum) AS comments_count FROM Play_by_play GROUP BY
period ORDER BY period;
```

```
SELECT first_name, last_name, height FROM Players WHERE greatest_75_flag = 'Y' ORDER
BY height DESC LIMIT 18;
```

```
SELECT COUNT(*) FROM Play_by_play pbp LEFT JOIN Players p ON pbp.player1_id =
p.person_id WHERE pbp.player1_id IS NOT NULL AND p.person_id IS NULL;
```

```
SELECT DISTINCT pbp.player1_team_id, t.full_name AS player1_team_name FROM
Play_by_play pbp LEFT JOIN Teams t ON pbp.player1_team_id = t.id WHERE
pbp.player1_team_id IS NOT NULL AND t.id IS NULL;
```

```
SELECT COALESCE(t.full_name, 'No Matching Team') AS team_name, COUNT(p.person_id)
AS player_count FROM Players p LEFT JOIN Teams t ON p.team_id = t.id GROUP BY
t.full_name ORDER BY team_name;
```

```
SELECT p.first_name, p.last_name, p.birthdate, t.full_name AS team_name, t.year_founded
FROM Players p JOIN Teams t ON p.team_id = t.id WHERE p.rosterstatus = 'Active' AND
EXTRACT(YEAR FROM p.birthdate) < t.year_founded ORDER BY p.birthdate;
```

```
SELECT p.first_name, p.last_name, pbp.neutraldescription FROM Play_by_play pbp JOIN
Players p ON pbp.player1_id = p.person_id JOIN Teams t ON p.team_id = t.id JOIN Games g
ON pbp.game_id = g.game_id WHERE g.team_id_home = pbp.player1_team_id AND
pbp.homedescription IS NULL AND pbp.player1_team_id = p.team_id ORDER BY p.last_name,
p.first_name;
```

Functional dependencies:

1.

team_id -> team_name

Team_id determines team_name in the Players table. Any change to a team's name requires updates in multiple rows where team_id appears

2.

player1_id -> player1_name, player1_team_id

Player1_id determines player1_name and player1_team_id in the play_by_play table. If the player's name or team changes, all rows with the same player1_id in the Play_by_play table would need to be updated.